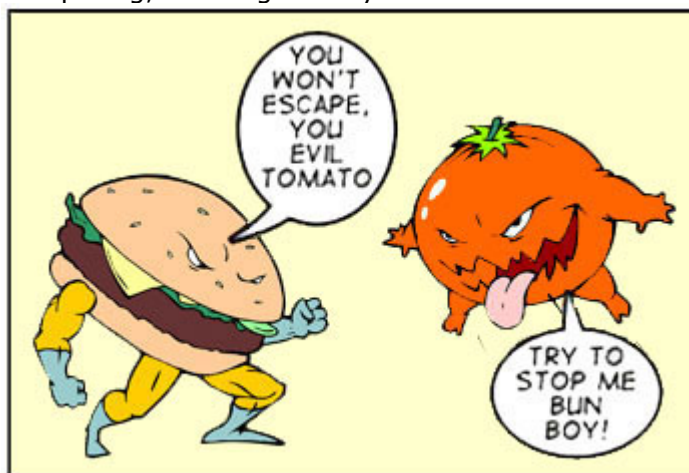


Graphic Novel Vocabulary

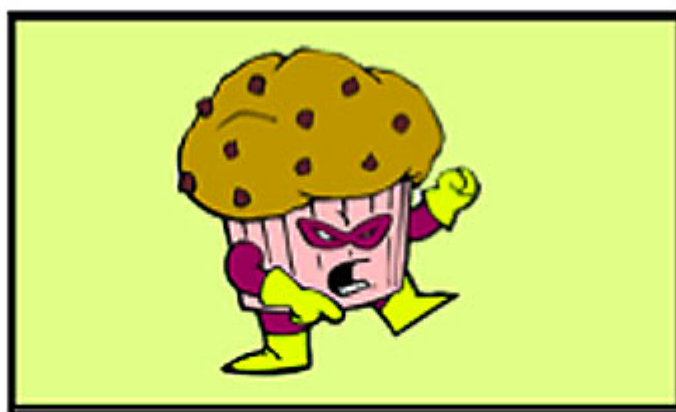
TEXT

Balloon: Object used to contain the dialogue characters in comics speak. Also called speech balloons or bubbles. Balloons are frequently rounded but can take many shapes including rectangular. They typically have smooth edges, but can also have jagged or irregular edges.

Note: Different balloon graphics can convey different emotions and actions i.e. shouting, whispering, thinking silently.



Caption: Text that speaks directly to the reader. Frequently the text appears below the comic panel, but it can be placed beside or above it as well.



DO YOU KNOW THE MUFFIN MAN?

Emanata: Text or icons that represent what's going on in the character's head. For example: ? to indicate confusion. ZZZZZ to indicate sleeping. A light bulb to indicate an

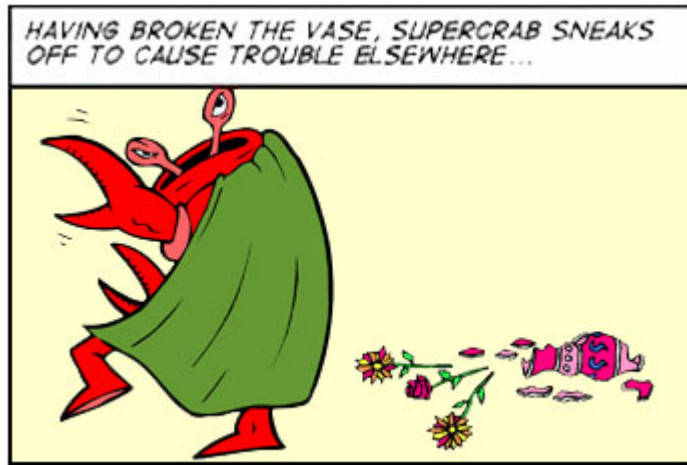
idea. @#\$%* to indicate anger. Beads of sweat to indicate nervousness. Emanata rae different from motion or speed lines which indicate that a character is moving.



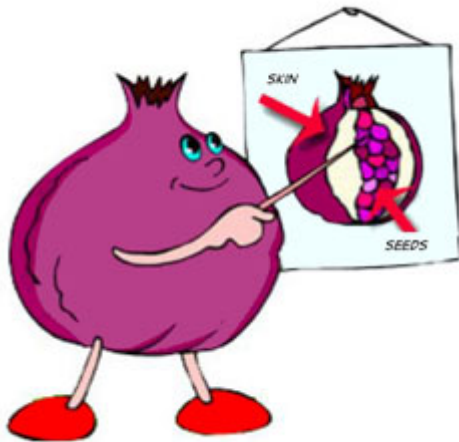
Label: Text labels written on characters in comics. The label can be the character's name or a more general label that identifies the character as part of a general group. Labels are frequently used in political cartoons to identify the specific public figures who are included in the scene. In this example, the "G" on the chest of Garlic Man is a label.



Narratory Block: Rectangles or square in which a narrator or a character from the story shares special information with readers. Also known as narrative box of voiceover. The box usually narrates something that is happening or that happened before the scene in the panel. In this example the narratory block describes what is happening in the scene.\



Sign: Text labels written on objects in comics. Signs may be used to identify an object or to provide more information that is important to the scene. The sign can be a familiar object to the reader, like a stop sign; but they can also identify objects that may not be clear to the reader. In this example, the words *skin* and *seeds* are used as signs to identify the parts of the pomegranate.



Sound Effect: Words that indicate a sound that accompanies the comic panel. Examples:
BANG
WHAM
POW
BOING



Thought Balloon: Objects used to contain a character's thoughts. These text containers are sometimes called thought bubbles because of the trail of little bubbles that connect the thought balloon to the character in the comic. The thought balloons reveal what the characters are thinking as they complete the actions in the panel.



LAYOUT

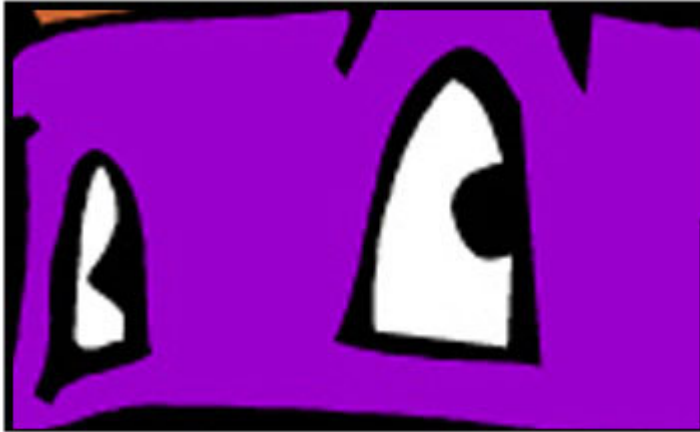
Bleed- Images that run outside the border of the panel. In this example, the top and bottom of the taco as well as the taco's left arm bleed outside of the comic panel. When an image runs outside the panel on all four sides it is called a *full bleed*. Comic book covers frequently use a full bleed. A bleed focuses the reader's attention on a specific action.



Close Up: Images that are shown in a large view. Frequently, close-ups focus on a character's face, but they can be used to highlight anything. This example shows a close-up of the face of the evil tomato from the comic.



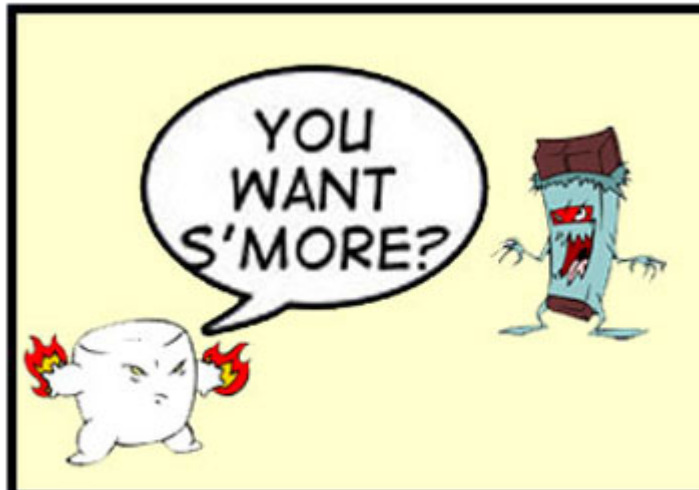
Extreme Close Up: Images that are shown in very large view, often focusing on a small portion of a larger object or character. The image in a comic is drawn as if the artist has zoomed in very closely on the object or character.



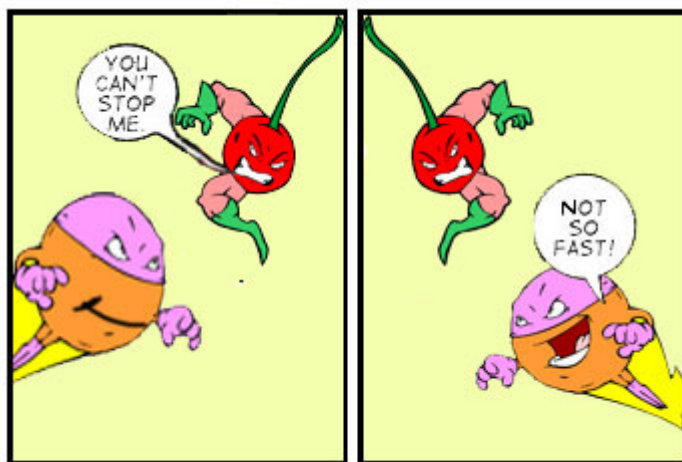
Extreme Longshot: Images that show objects or characters in very small scale. Frequently, extreme longshots are used to show a full landscape or a crowd of characters. Extreme longshots may show objects or characters that are a mile or more away. An extreme longshot drawn from the perspective of someone above the characters or objects is called a bird's eye view. Worm's eye view describes an extreme longshot taken from below the objects or characters.



Long Shot: Images that show objects fully, from top to bottom. When a longshot focuses on characters, the panel shows the characters from head to toe. Readers can see the character's full body.



Reverse: Images that are in reverse position from the previous panel. This technique is often used to show changes in speaker or point of view.

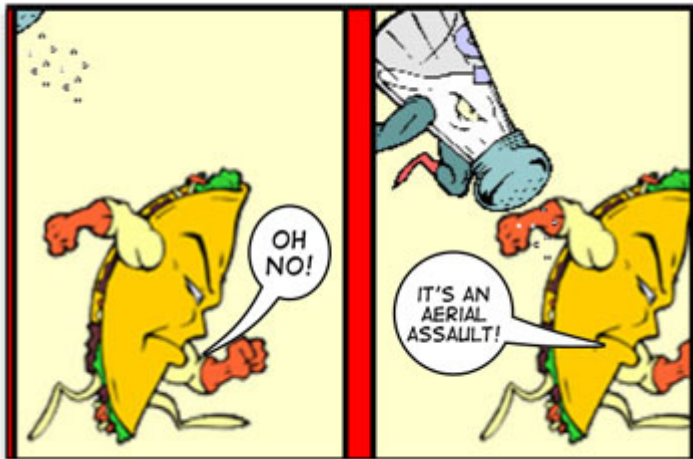


ANGLES

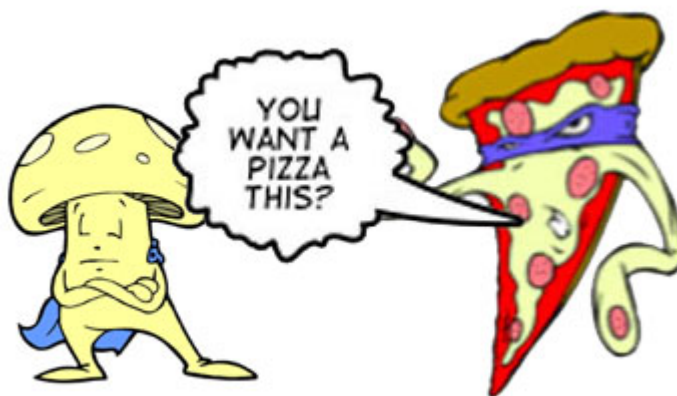
Border: The edge or outline of the comic page. Borders are also known as panel frames.



Gutter: The space between the panels of the comic.



Open Panel: Panels where one or more, or even all, of the sides of the comic panel are open to show dramatic effect. Open panels are also known as borderless panels.



Splash Panel: A panel that takes of the space of several panesl in the comic in order to introduce or highlight an action or character. Splash panels are similar to splash pages, which take up the whole page of a comic to help introduce or give special attention to battles or particular events.

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